CULVERT DIVERSION CHANNEL:

Description

This work consists of providing a *Culvert Diversion Channel* to detour the existing stream around the culvert construction site at locations shown on the plans. Work includes constructing the diversion channel, disposing of excess materials, providing and placing filter fabric liner, maintaining the diversion area in an acceptable condition, removing filter fabric liner, backfilling diversion channel area with suitable material, and providing proper drainage when diversion channel area is abandoned.

Materials

Refer to Division 10

ItemSectionFilter Fabric for Drainage, Type 21056

Construction Methods

Grade channel according to the plans with channel surface free of obstructions, debris, and pockets of low-density material. Utilize suitable material and provide disposal area for unsuitable material.

Line channel with fabric unrolled in the direction of flow and lay smoothly but loosely on soil surface without creases. Bury top of slope fabric edge in a trench at least 5" deep and tamp securely. Make vertical overlaps a minimum of 18" with upstream fabric overlapping the downstream fabric.

Secure fabric with eleven gauge wire staples shaped into a *u* shape with a length of not less than 6" and a throat not less than 1" in width. Place staples along outer edges and throughout the fabric a maximum of 3 ft. horizontally and vertically.

Measurement and Payment

Culvert Diversion Channel will be measured and paid for as the actual number of cubic yards excavated, as calculated from the typical section throughout the length of the diversion channel as shown on the final approved plans.

Filter Fabric for Drainage will be measured and paid for in accordance with Article 876-4 of the Standard Specifications.

Such price and payment shall be considered full compensation for all work covered by this section including all materials, construction, maintenance, and removal of *Culvert Diversion Channel*.

Payment will be made under:

Pay ItemPay UnitCulvert Diversion ChannelCubic Yard